3D Blaster RIVA TNT2 PCI
Installation Guide

Contents

Introduction

The 3D Blaster® RIVA TNT2™ PCI is a high quality 2D/3D/video graphics accelerator card that is well suited for a wide variety of applications ranging from everyday desktop use to gaming and entertainment.

Leveraging the RIVA TNT2 M64 graphics controller from NVIDIA®, the 3D Blaster RIVA TNT2 PCI delivers high quality and performance. Its dual texture architecture can process 2 pixels or textures per clock cycle; this enables developers to create special effects such as multi-layered textures, bump mapping to simulate rough surfaces, and environmental mapping that gives objects reflective properties. Developers can take advantage of advanced filtering modes (including trilinear mipmapping and anisotropic filtering) with full scene anti-aliasing to create realistic images that rival more expensive graphics workstations.

The 3D Blaster RIVA TNT2 PCI provides outstanding 2D and video acceleration as well and also supports software DVD decoders through hardware color and pixel format conversion.

Before You Begin

Minimum System Requirements

❑ IBM® PC 100% compatible

❑ Genuine Intel Pentium II, AMD-K6 processor or higher, operating at 233MHz or faster.

❑ 32 MB system memory

❑ 10 MB of available disk space for full installation

❑ VGA, multi-frequency monitor

❑ CD-ROM drive installed

❑ Windows 95, Windows 98, Windows NT 4.0 (with Service Pack 5), or Windows 2000

Model and Serial Numbers

Your card's model and serial numbers can be found at the back of the card. We recommend that you record the model and serial number below. This information will be useful in the event that you need to contact our Technical Support staff for troubleshooting or your dealer for warranty service.

3D Blaster RIVA TNT2 PCI	
Model Number	
Serial Number	

Read me File

The README file on the CD-ROM contains information not available at the time of printing. Read it before installing the card.

Updating Drivers

To download the latest drivers for 3D Blaster RIVA TNT2 PCI, visit Creative's Web site at www.creativehelp.com

Important for Windows 95 users

Before installing the graphics card, you need to know which version of Windows 95 you have so that you can select the relevant installation procedure later. This is because the installation procedure in each version of Windows 95 is different.

To verify your Windows 95 version number

1. Click Start, select Settings, click on Control Panel.
2. In the Control Panel window, double-click the System icon.
   Your Windows 95 version number is displayed on the General tabbed page of the System Properties dialog box.
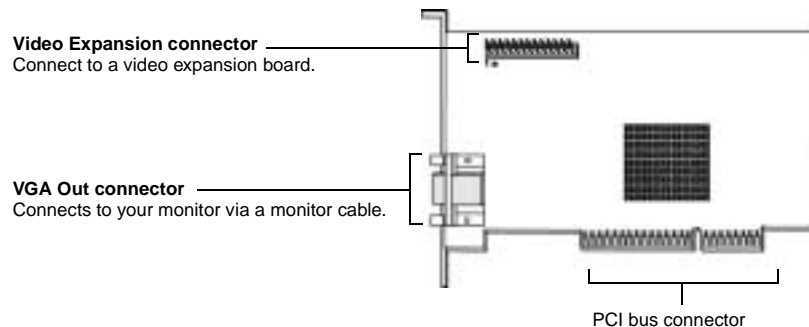3. Note the version number.
   The following are the possible Windows 95 version numbers:
   ❏ 4.00.950 (Retail version)
   ❏ 4.00.950A (Retail version)
   ❏ 4.00.950B (OSR version 2 and 2.1)
   ❏ 4.00.950C (OSR version 2.5)

Check the appropriate box so that you can refer to the Windows' version number quickly during the software installation process.

Installing Your 3D Card

The figure below shows you the connectors on the 3D Blaster RIVA TNT2 PCI card.

Video Expansion connector
Connect to a video expansion board.

VGA Out connector
Connects to your monitor via a monitor cable.

PCI bus connector

To install the graphics card

If you are replacing an existing VGA card with 3D Blaster RIVA TNT2 PCI, please remember to remove the existing VGA card.

1. Switch off your computer and all peripheral devices.
2. Disconnect the power cord from the wall outlet.
3. Touch any metallic surface on your computer to discharge any static electricity.
4. Remove the computer cover.
5. Locate a free PCI expansion slot.
   Figure 2 shows the various types of expansion slots.
6. Remove the metal plate from the PCI slot.
   Keep the screw and metal plate for future use.
7. Align the bus connector of the graphics card with the expansion slot.
8. Press the card's bus connector gently and evenly into the slot, making sure that the bus connector comes into full contact with the slot. Then, secure the card to the computer casing with a screw. See the figure below.

An AGP slot

A PCI slot

An ISA slot

b. Secure the card to the slot with a screw.
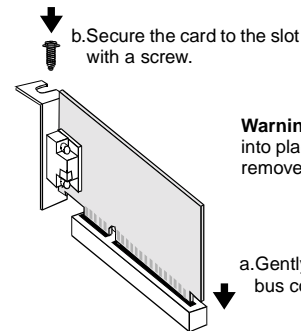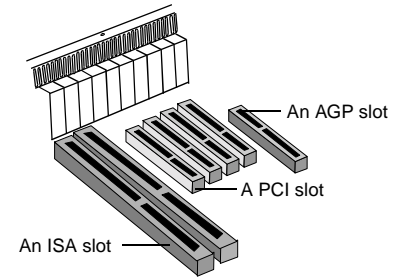
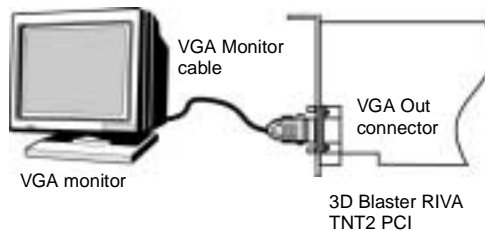**Warning:** Do not force the graphics card into place. If it does not fit properly, gently remove it and try again.

a. Gently and evenly press the card's bus connector into the slot.

9. Connect the monitor cable to the VGA Out connector of 3D Blaster RIVA TNT2 PCI, as shown in the figure below.

10. Replace the computer cover and plug the power cord back into the wall outlet.

Installing Software

After installing the graphics card, you can install the software. The 3D Blaster RIVA TNT2 PCI CD contains the following:

❑ Drivers for Windows 95/98 (common to both)

❑ Drivers for Windows NT 4.0

❑ Creative Enhanced BlasterControl™ for Windows 95/98 Windows 2000 and Windows NT 4.0

To install in Windows 95 (Retail version)

1. Switch on your system.
   Windows 95 automatically detects the graphics card.
   A "New Hardware Found" message box appears, informing you that a display adapter has been detected.

2. When a dialog box similar to Figure 5 appears, ensure that the Driver from disk provided by hardware manufacturer option is selected.

3. Click the OK button.
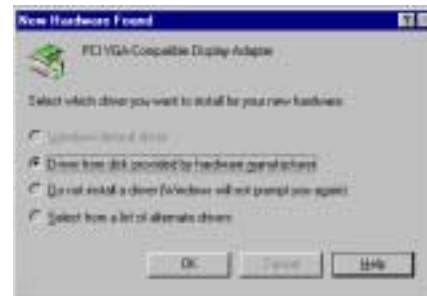
4. Insert the 3D Blaster RIVA TNT2 PCI CD into your CD-ROM drive.

5. In the "Install From Disk" dialog box, type **D:\WINDOWS***Language* (where **D:** represents your CD-ROM drive and *Language* represents the langauge of the software you want to install). Click the OK button.

6. If prompted to select drivers, click the Creative CT6955 drivers.
   The drivers are copied to your system.

7. When prompted to restart your system, click the Yes button.

8. After the system has restarted, proceed to install the applications. Click Start and select Run.

9. In the Run dialog box, type **D:\WINDOWS\SETUP** and click the OK button.

10. Follow the instructions on the screen to complete the setup.
    If you do not install all the applications now, you can install them later.

To install in Windows 95 (OSR version 2.0 and later)

1. Switch on your system.
   Windows 95 automatically detects the graphics card.
   A "New Hardware Found" message box appears, informing you that a display adapter has been detected.

2. When a dialog box similar to figure opposite appears, click the Next button.

3. Click the Other Locations button when it appears in the "Update Device Driver Wizard" dialog box.

4. Insert the 3D Blaster RIVA TNT2 PCI CD into your CD-ROM drive.

5. In the Select Other Location dialog box, type **D:\WINDOWS** (where **D:** represents your CD-ROM drive) and click the OK button.

6. In the Update Device Driver Wizard dialog box, click the Finish button.

7. In the Insert Disk message box, click the OK button.

8. In the Copying Files dialog box, type **D:\WINDOWS** and click the OK button.
   The drivers are copied to your system.

9. In the Update Device Driver Wizard dialog box, click the OK button.

10. When prompted to restart your system, click the Yes button.

11. After the system has restarted, proceed to install the applications. Click Start and select Run.

12. In the Run dialog box, type **D:\WINDOWS\SETUP** and click the OK button.

13. Follow the instructions on the screen to complete the setup.
    If you do not install all the applications now, you can install them later.

To install in Windows 98

1. Switch on your system.
   Windows 98 automatically detects the graphics card.
   An "Add New Hardware Wizard" message box appears, informing you that a display adapter has been detected.

2. When a dialog box similar to the figure opposite appears, select the option "Display a list of all the drivers in a specific location", so you can select the driver you want.

3. Click the Next button.

4. Insert the 3D Blaster RIVA TNT2 PCI CD into your CD-ROM drive.

5. In the Models list box, click the "Have Disk" button.

6. In the "Install From Disk" dialog box, type **D:\WINDOWS** (where **D:** represents your CD-ROM drive) and click the OK button.
   If you are installing 3D Blaster RIVA TNT2 PCI as a second or subsequent card to make use of Windows 98's multi-monitor capability, you will see an Update Driver Warning message

telling you that the driver you have selected may not work correctly. You must click the Yes button to confirm that you want to use the selected driver. Otherwise, the system will install the wrong driver and will not recognize the card as a 3D Blaster RIVA TNT2 PCI card (for details, see "Windows 98 Multi-Monitor Display Problems" on page 16).

7. In the Models list box of the Select Device dialog box, make sure the Creative CT6955 entry is selected and click the OK button.

8. Click the Next button.

9. Click the Finish button.
   The drivers are copied to your system.

10. When prompted to restart your system, click the Yes button.

11. After the system has restarted, proceed to install the applications. Click Start and select Run.

12. In the Run dialog box, type **D:\WINDOWS\SETUP** and click the OK button.

13. Follow the instructions on the screen to complete the setup.
    If you do not install all the applications now, you can install them later.

To install in Windows NT 4.0 (Service Pack 5)

1. Switch on your system.

2. Click Start and select Run.

3. In the Run dialog box, type **D:\WINNT40\SETUP** and click the OK button.

4. Follow the instructions on the screen to complete the setup.
   If you do not install all the applications now, you can install them later.

5. If the "Invalid Display Settings" message box appears after your system has restarted, click the OK button and change the display settings.
   For details, see "To change the display settings in Windows NT 4.0" on page 9.

Changing Settings

To change the display settings in Windows NT 4.0

1. Right-click your desktop, and then click Properties on the shortcut menu.
2. In the "Display Properties" dialog box, click the Settings tab.
3. In the "Desktop Area" group box, move the slider to set the desired resolution.
4. In the "Color Palette" group box, select the desired color. Certain colors may not be available for some display resolutions.
5. In the Refresh Frequency group box, select the desired refresh rate.
6. To test the settings, click the Test button, and then click the OK button.
   When the Testing Mode dialog box re-appears:
   - If the test bitmap is properly displayed, click the Yes button.
   - If not, click the No button. A warning message will be displayed. Click the OK button and repeat steps 3 through 6, changing one or more of the settings.
7. Click the OK button to close the "Display Properties" dialog box.

To change the performance settings in Windows 95/98 and Windows NT 4.0

To do so in Windows 95 and Windows NT 4.0:

1. Right-click your desktop, and then click Properties on the shortcut menu.
2. In the Display Properties dialog box, click the BlasterControl tab.
3. On the BlasterControl tabbed page, click the Tweak icon.
4. In the Tweak module, select the desired settings.
5. To specify additional settings for 3D Blaster RIVA TNT2 PCI, click the Advanced Settings button.
6. Select the desired settings and click the OK button.
   To see a brief description of an option or check box in the BlasterControl Tweak module, right-click the item, and then click What's This.

You can customize the settings of your graphics card for optimal performance with applications. However, if your monitor display exhibits pixel drop (that is, pixels, usually white in color, appear on the screen) or any other abnormal behavior, revert to the factory default settings (see "Troubleshooting" on page 16.

To do so in Windows 98:

1. Right-click your desktop, and then click Properties on the menu that appears.
2. In the Display Properties dialog box, click the Settings tab.
3. On the Settings tabbed page, click the Advanced button.
4. In the Advanced Properties dialog box, click the BlasterControl tab.
5. Select the desired settings and click the OK button.
   To see a brief description of an option or check box in the BlasterControl Advanced module, right-click the item, and then click What's This.

More Information

For 3D Blaster RIVA TNT2 PCI

The Help file for 3D Blaster RIVA TNT2 PCI gives a brief introduction to the features supported by this graphics card.

To open the Help file for Creative CT6955:

Click Start, select Programs, select Creative, select Creative CT6955, then click on Creative CT6955 Help.

For Creative BlasterControl

The Help file for Creative BlasterControl shows you how to use the BlasterControl utility to customize your screen resolution, color depth, and refresh rate in Windows.

To open the Help file for BlasterControl:

Click Start, select Programs, select Creative, then click on BlasterControl Help.

For Help topics specific to a BlasterControl module:

In the BlasterControl module you want, click the Help button.

Technical Specifications

Architecture Highlights

❑ 128-bit wide graphics engine and 64-bit frame buffer

❑ 32 MB SDRAM

3D Features

❑ Optimized for Microsoft's Direct3D API

❑ Complete DirectX 7 support

❑ 100% hardware triangle setup

❑ Twin Texel (TNT) 32-bit graphics pipeline

- Two texture-mapped, lit pixels per clock
- Single pass multi-texturing support (DirectX 7 and OpenGL ICD)
- Square and non-square texture support

❑ TextureBlend support examples:

- Multi-texture
- Bump map
- Texture modulation
- Light maps
- Reflection maps
- Detail textures
- Environmental maps
- Procedural textures
- Sub-pixel accurate

❏ Backend blend
  - 32-bit ARGB rendering with destination alpha
  - Point sampled, bilinear, trilinear and 8-tap
  - Anisotropic filtering
❏ Per pixel perspective correct texture mapping
  - Fog
  - Light
  - Mipmapping
❏ 24-bit or 16-bit hardware Z-buffer (fixed or floating)
❏ 8-bit stencil buffer
❏ Full scene anti-aliasing

2D Features

❏ High performance 128-bit 2D/GUI/DirectDraw acceleration
  - Accelerated primitives include BLT, indexed DIB color translation, transparent BLT, stretch BLT, points, lines, polylines, polygons, fills, patterns, arbitrary rectangular clipping and fast text rendering hardware font cache
  - Pipeline optimized for multiple color depths including 32, 24, 16, 15, and 8 bits per pixel
❏ Fast 32-bit VGA/SVGA support
❏ Multi-buffering (Double, Triple, Quad buffering) for smooth animation and video playback

Video Support

❏ Video acceleration for DirectShow, MPEG-1, MPEG-2 and Indeo
❏ X and Y smooth up and down scaling with filtering
❏ Per-pixel color keying
❏ Multiple video windows with hardware color space conversion and filtering (YUV 4:2:2 and 4:2:0)
❏ Video port supports ITU-CCIR 565

Specifications	❏ NVIDIA RIVA TNT2 M64 graphics controller
	❏ PCI version 2.1
	❏ VESA DDC 2B + DPMS
	❏ Single slot 2D, 3D graphics, and video accelerator
	❏ Integrated 300 MHz RAMDAC
	❏ MPEG-1, MPEG-2, and full-motion video acceleration/assistance
	❏ Full Plug and Play compliant
Drivers	❏ Windows NT 4.0 and Windows 2000 display drivers
	❏ Windows 95 and Windows 98 display driver, DirectDraw, Direct3D, DirectVideo, ActiveX
	❏ OpenGL ICD for Windows 95 and Windows NT 4.0
	❏ VBE 3.0 compliant
Utilities	❏ Creative Enhanced BlasterControl
Applications Supported	❏ All Windows 95 applications, including DirectDraw and Direct3D games and applications
	❏ OpenGL applications under Windows 95, Windows 98 and Windows NT 4.0

The refresh rates shown in the table are the highest obtainable and are monitor-dependent. Resolutions, pixel depths, and refresh rates are also driver-dependent and may not be available for some applications or operating systems.

Refresh Rates (Hz)	Number of Colors		
Resolution	256 (8-bit)	64k (16-bit)	16.7 million (32-bit)
640x480	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170, 200, 240	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170, 200, 240	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170, 200, 240
800x600	60, 70, 72, 75, 85, 100, 120, 140, 144, 170, 200, 240	60, 70, 72, 75, 85, 100, 120, 140, 144, 170, 200, 240	60, 70, 72, 75, 85, 100, 120, 140, 144, 170, 200, 240
1024x768	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170
1152x864	60, 70, 72, 75, 85, 100, 120, 140, 144, 150	60, 70, 72, 75, 85, 100, 120, 140, 144, 150	60, 70, 72, 75, 85, 100, 120, 140
1280x960	60, 70, 72, 75, 85, 100, 120	60, 70, 72, 75, 85, 100, 120	60, 70, 72, 75, 85, 100
1280x1024	60, 70, 72, 75, 85, 100, 120	60, 70, 72, 75, 85, 100, 120	60, 70, 72, 75, 85, 100
1600x900	60, 70, 72, 75, 85	60, 70, 72, 75, 85	60, 70, 72, 75
1600x1200	60, 70, 72, 75, 85	60, 70, 72, 75, 85	60, 70, 72, 75
1920x1080	60, 70, 72, 75, 85	60, 70, 72, 75, 85	60, 70, 72
1920x1200	60, 70, 72, 75	60, 70, 72, 75	60, 70
1920x1440	60, 70	60, 70	60
2048x1536	60	60	—

Troubleshooting

**System Hangs,
Blank Screen or
Corrupted Display**

After installing 3D Blaster RIVA TNT2 PCI and starting your system, the monitor displays a blank screen.

Solutions Try the following:

❑ Switch off your system and wait a while before switching it on again.

❑ Verify that any built-in VGA on your motherboard is disabled and that you have removed any other video display card from your system.

❑ Ensure that your 3D Blaster RIVA TNT2 PCI card's bus connector is fully inserted into the expansion slot. Ensure this by pressing it gently and evenly into the slot.

❑ Verify that the pins of your monitor's VGA Input connector are not bent and that the connector is properly connected to the VGA Out connector of 3D Blaster RIVA TNT2 PCI.

Windows 98 Multi-Monitor Display Problems

The monitor connected to the second or successive 3D Blaster RIVA TNT2 PCI card remains blank even though the card and its drivers have been installed.

Cause If 3D Blaster RIVA TNT2 PCI's drivers are not specified during the software installation (see "To install in Windows 98" on page 7), the system installs the second or successive 3D Blaster RIVA TNT2 PCI card as a VGA card which does *not* support Windows 98's multi-monitor feature.

Solution Update the device drivers to 3D Blaster RIVA TNT2 PCI's drivers:

1. Right-click your desktop, and then click Properties on the shortcut menu.

2. In the Display Properties dialog box, click the Settings tab.

3. On the Settings tabbed page, click the Advanced Properties button.

4. In the Advanced Display Properties dialog box, click the Change button.

5. In the Select Device dialog box, click the Have Disk button.

6. Insert the 3D Blaster RIVA TNT2 PCI CD into your CD-ROM drive.

7. Follow steps 6 through 13 of the procedure in "To install in Windows 98" on page 7 to complete the update.

Other Display Problems

Monitor display flickers or the screen goes blank after Windows starts.

Cause   Your monitor may not support the resolution or refresh rate that you have set.

Solution   Use display settings supported by the monitor.
To change the display settings:

1. Restart your system in Windows 98 Safe mode. To do so:

   a. Restart your system and when the message "Starting Windows 98..." appears, press <F8>.
      A list of options such as Safe Mode and Command Prompt Only Mode appears.

   b. Select Safe Mode and press <Enter>.

2. After your system has restarted, right-click the desktop and click Properties.

3. In the "Display Properties" dialog box, click the Settings tab.

4. Try the following:

   ❑ Make sure that the correct monitor is selected.
      To verify, click the "Change Display Type" button or the "Advanced Properties" button on the Settings tabbed page.

   ❑ Use a lower refresh rate or the adapter's default.
      For details on this, refer to the topic "Using BlasterControl Monitor Settings" in the BlasterControl Help file.

   ❑ Lower your monitor's resolution.
      To do so, adjust the color depth and desktop area on the Settings tabbed page.

For the resolutions supported by your monitor, refer to its manual.

Monitor display exhibits pixel drop (that is, pixels, usually white in color, appear on the screen) or other abnormal behavior.

Cause   The settings that you have selected for your graphics card may be incompatible with one or more games or applications that you are running.

Solution   Use the factory default settings:

1. Right-click your desktop, and then click Properties on the shortcut menu.
2. In the "Display Properties" dialog box, click the "Blaster Control" tab.
3. On the "Blaster Control" tabbed page, click the Tweak icon.
4. Click the "Restore Defaults" button.

Beeping Sounds During System Startup

When the system is starting up, there is a series of prolonged beeps.

Cause   Your 3D Blaster RIVA TNT2 PCI card may not be firmly inserted into the expansion slot.

Solution   Ensure that the bus connector of the graphics card is fully inserted into the expansion slot. Ensure this by pressing the card gently and evenly into the slot. You can also try removing the card and re-inserting it.

Problems Installing Software

In Windows 95 or Windows 98, the installation program for BlasterControl does not run automatically after you have inserted the installation CD into your drive.

Cause   The AutoPlay feature in your Windows 95 or Windows 98 system is not enabled.

Solution   To install the software from the CD:

1. Double-click the "My Computer" icon on your Windows desktop.
2. In the "My Computer" window, double-click the "Creative CT6955" icon. If the installation program does not run, double-click the Windows folder icon followed by the Setup icon.
3. Follow the instructions on the screen to complete the installation.

Problems Using Software

When you restart Windows, one of the following error messages appears:

❑ "BlasterControl will only work on Creative graphics product drivers.
Do you want BlasterControl to be loaded the next time you start Windows?"

❑ "BlasterControl will only work on Creative graphics product drivers."

Cause   3D Blaster RIVA TNT2 PCI drivers, required by BlasterControl, may have been replaced by other drivers when you installed DirectX applications.

Solution   Re-install or revert to the 3D Blaster RIVA TNT2 PCI drivers.
To revert to the drivers:

1. Right-click your desktop, and then click Properties on the shortcut menu.
2. In the "Display Properties" dialog box, click the Settings tab, and then click the "Change Display Type" button or the "Advanced Properties" button.
3. In the "Adapter Type" group box or on the Adapter tabbed page, click the Change button.
4. In the "Select Device" dialog box, click "Creative CT6955", and then click the OK button.
5. In the Insert Disk message box, click the OK button without inserting any CD.
6. If 3D Blaster RIVA TNT2 PCI drivers and later versions of DirectX drivers are already installed, click the "Skip File" button until the "Adapter Type" group box or the Adapter tabbed page appears.
7. Click the two Close buttons to close the Display Properties dialog box.
8. When prompted to restart your system, click the Yes button.
After you have restarted your system, the newer DirectX drivers will work with the latest 3D Blaster RIVA TNT2 PCI drivers.

Problem with OpenGL Applications

When starting OpenGL Screen Saver or applications in Windows 98, the message "No local buffer memory available" appears.

Solution   Set a lower resolution and color depth:

1. Right-click your desktop, and then click Properties on the shortcut menu.

2. In the "Display Properties" dialog box, click the Settings tab.

3. In the "Desktop Area" group box, move the slider to set a lower resolution.

4. In the "Color Palette" group box, set to 640x480 and 16-bit color (high color) for OpenGL applications to work properly.

OpenGL applications run uncharacteristically slowly in Windows 98.

Cause   OpenGL applications do not support Windows 98's multi-monitor feature. Consequently, Windows 98 disables all hardware acceleration when the multi-monitor option is enabled.

Solution   Disable the multi-monitor option:

1. Right-click your desktop, and then click Properties on the shortcut menu.

2. In the "Display Properties" dialog box, click the Settings tab.

3. Clear the "Extend my Windows desktop onto this monitor" check box.

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Version 2.3, January 2000

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Safety and Regulatory Information

The following sections contain notices for various countries:

CAUTION: This device is intended to be installed by the user in a CSA/TUV/UL certified/listed IBM AT or compatible personal computers in the manufacturer's defined operator access area. Check the equipment operating/installation manual and/or with the equipment manufacturer to verify/confirm if your equipment is suitable for user-installed application cards.

ATTENTION: Ce carte est destiné à être installé par l'utilisateur, dans un ordinateur compatible certifié CSA/TUV/UL ou listé IBM AT, à l'intérieur de la zone définie par le fabricant. Consulter le mode d'emploi ou le fabricant de l'appareil pour vérifier ou confirmer si l'utilisateur peut y installer lui-même des cartes périphériques.

Notice for the USA

FCC Part 15: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, this notice is not a guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try one or more of the following measures:

❑ Reorient or relocate the receiving antenna.
❑ Increase the distance between the equipment and receiver.
❑ Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
❑ Consult the dealer or an experienced radio/TV technician.

Caution

To comply with the limits for the Class B digital device, pursuant to Part 15 of the FCC Rules, this device must be installed in computer equipment certified to comply with the Class B limits.

All cables used to connect the computer and peripherals must be shielded and grounded. Operation with non-certified computers or non-shielded cables may result in interference to radio or television reception.

Modifications

Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the device.

Notice for Canada

This apparatus complies with the Class "B" limits for radio interference as specified in the Canadian Department of Communications Radio Interference Regulations.

Cet appareil est conforme aux normes de CLASSE "B" d'interférence radio tel que spécifié par le Ministère Canadien des Communications dans les règlements d'interférence radio.

Compliance

This product conforms to the following Council Directive:

Directive 89/336/EEC, 92/31/EEC (EMC)**This product conforms to the following Council Directive:**

❑ Directive 89/336/EEC, 92/31/EEC (EMC)